

**ABSTRACT OF THE DISCLOSURE**

A graphical user interface system for displaying a plurality of icons has a desktop which conceptually provides a three-dimensional surface for the icons. The surface is represented on a two-dimensional display device and navigation of the desktop is supported by simulating a rotation of the surface in three-dimensional space. Furthermore, the desktop is viewed at an apparent distance from a user viewpoint and each of the plurality of icons is viewed at a viewing distance based on the apparent distance and location of each of the plurality of icons on the three-dimensional surface. Additionally, each of the plurality of icons is scaled by the relevant viewing distance. The apparent distance between the viewpoint and the desktop can be changed.